NES-D4-USA

DRAGON WARRIOR IV™

Explorer's Handbook

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Enix America Corporation wants to congratulate you on your purchase of Dragon Warrior IV. Before playing this game, please take a few minutes to familiarize yourself with this manual. The directions and cautions will tell how to properly use and enjoy Dragon Warrior IV. Please keep this manual in a safe place for future reference.

PRECAUTIONS

1)This is a high precision game. Keep it away from extreme temperature and mechanical shock at all times. Never disassemble the Game Pak for any reason.

2)Do not touch the terminals with your hand. Do not get them wet or dirty. Doing so could damage the Game Pak.

3)Do not clean with benzene, paint thinner, alcohol, or other such solvents.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary screens or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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THE FIVE CHAPTERS

The Dragon Warrior IV adventure will carry you through five chapters. The heroes of Chapters 1-4 will join forces in Chapter 5.

CHAPTER 1:
THE ROYAL SOLDIERS

As Captain of the Royal Soldiers, Ragner risks his life daily in the service of the King of Burland. Recently, children from all over the land have been disappearing. Anxious to know what tragedy has struck his kingdom, the King sends forth Ragner. The mighty warrior knows no fear as he sets off.

CHAPTER 2:
PRINCESS ALENA'S ADVENTURE

The young Princess Alena possesses a strong and clever spirit. She wishes only to leave the sheltered castle of her father, the King of Santeem, so that she can taste the adventure of a free life. The King has refused to let her go, but his will cannot bind Alena. Dreaming of danger and excitement, she plans to escape.

CHAPTER 3:
TALOON THE ARMS MERCHANT

An ambitious man, whose greatest dream is to be independent, lives with his wife and child in the town of Lakanabe. Taloon works at the shop of a weapons merchant, and he has learned everything about the weapons trade. Unfortunately, Taloon does not have enough money to buy his own shop. So he sets off to find or earn a great fortune.

CHAPTER 4:
THE SISTERS OF MONBARABA

When Loro, the world-renowned blacksmith, died of mysterious causes, he left behind two daughters. Nara has studied the magic of fortune-telling and acquired great power. Mara began training as a dancer, in the ancient style, at a very young age. Her skill is unequalled. They are determined to find the cause of their father's tragic fate, no matter the peril.

CHAPTER 5:
THE CHOSEN ONES

In Chapter 5, you, our Hero, arrive to lead the characters from earlier chapters. As a team of experienced and highly trained adventurers, you will challenge the enemy. He is a fierce demon who has secretly tracked the characters through Chapters 1-4. Now he will make a dramatic appearance.

READING THE CHAPTERS

As with a good book, you cannot start this game from the middle or at the end. You will begin with Chapter 1, and work through Chapters 2, 3, and 4 in order. At last, you will reach the greatest challenge of all, Chapter 5.

CHAPTER 1
▼
CHAPTER 2
▼
CHAPTER 3
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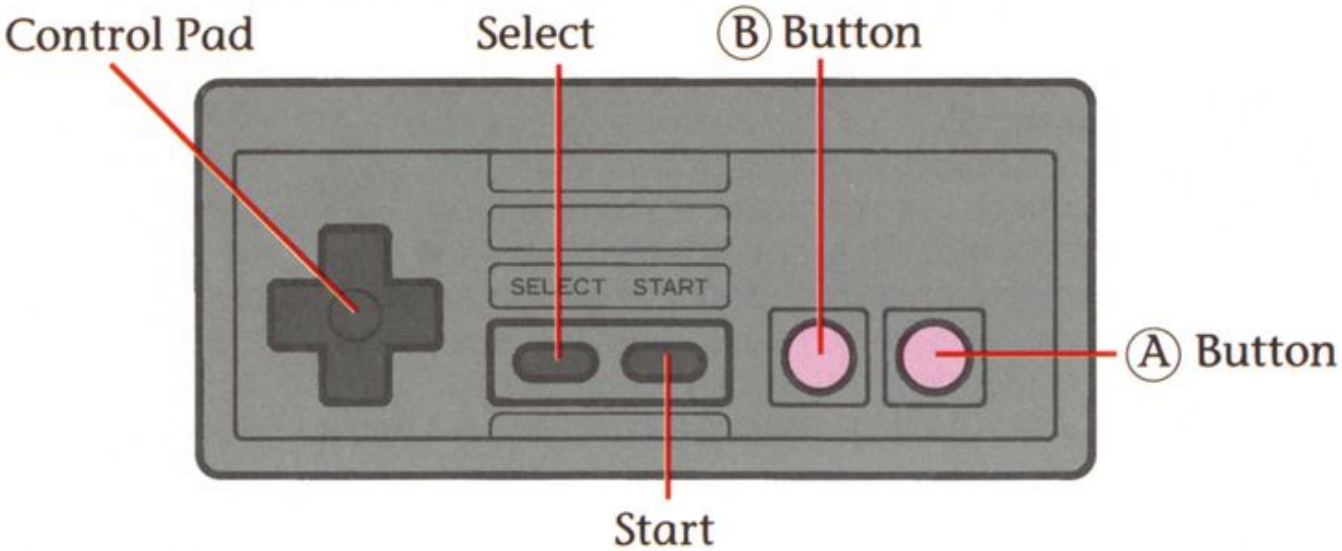
CHAPTER 4
▼
CHAPTER 5

CONTROLLER FUNCTIONS



Control Pad: Press the Control Pad to move your character and team around the screen. It will also move the Cursor (a triangle) in the option windows.

A Button: Push A to make the Command Window appear on screen. Once you have made a selection in one of the option windows, press A to enter. When the Cursor is flashing in the Text Window, it means there is more information. To read on, push the A Button.

B Button: When you have made an incorrect selection, pushing B will cancel it. Also, press B to return to the previous window or screen.

Start: Push Start at the Title Screen to skip the opening scene.

Select: To change the message speed on a battle screen, push Select.

STARTING THE GAME

Read the NES control deck manual (included with the NES) for instructions on inserting Game Paks. Following the directions, load the Dragon Warrior IV game. The Title Screen will appear, followed by the Opening Scene. To bring up the Option Screen, push Start or A. If this is the first time the Dragon Warrior IV game has been played, only "BEGIN A NEW QUEST" will appear on the Option Screen.

COMMANDS IN THE OPTION SCREEN

When the Title Screen appears, push Start to access the Adventure Logs. The options listed below will then be available for you to choose from. Move the Cursor next to the option you would like, and push A. Push the B Button to cancel a choice.

CONTINUE A QUEST

This lets you resume games that you've saved on the Adventure Log.

BEGIN A NEW QUEST

Use this to start a new game. You can save three games in the Adventure Log. Once three games are saved, the option to Begin A New Quest will not appear. You would have to erase an existing quest in the Adventure Log to begin a new one.

COPY A QUEST

You can duplicate one of your Adventure Logs with this option. To do so, however, you must have a blank Log available.

ERASE A QUEST

When you have finished a game, or all Adventure Logs are full and you want to start a new quest, use Erase to delete a Log.

CAUTION:

You cannot retrieve a Log once it has been erased.

CHANGE MESSAGE SPEED

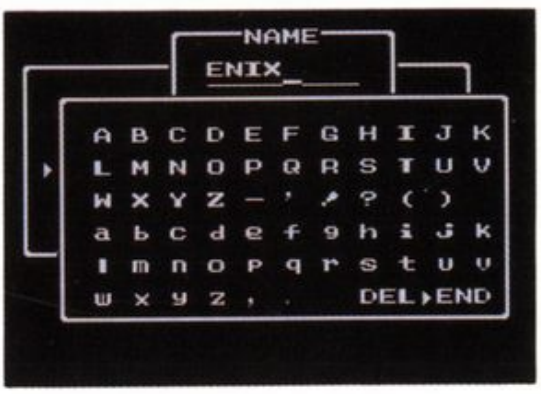
If you would like the text in the game to move faster or slower, go into this option. The fastest message speed is 1, while the slowest speed is 8.

Important -- SAVING THE GAME -- Important

Your game cannot be saved unless it has been recorded on the Imperial Scrolls of Honor. Only Healers and a few other characters in the lands have access to them, so you must visit one of these people before you can quit. REMEMBER to hold the RESET Button on the NES when you turn off the POWER, or else you could lose the game.

BEGINNING YOUR QUEST

Move the Cursor to BEGIN A NEW QUEST and push A. Select an Adventure Log and use the next window to enter the Hero's name. Only the first four letters will appear on the screen. Use BACK to erase a letter. When done, select END and push A. Choose Male or Female and the message speed. Push B to start over.



UNDERSTAND YOUR CURRENT MISSION

As Captain of the Royal Soldiers of Burland, you are the King's right hand man. That is why he asks you to explore the mystery of the vanishing children, you vow to solve it. No one else has the skills or experience to track these alarming disappearances--but the mission will push you to your farthest limits.

GET CLUES: TALK TO EVERYONE

The King's many spies have learned nothing, but gossip is always useful. So talk to people in the castle, then go into the city of Burland and speak to the townsfolk. You may get some good ideas about how and where to start this quest. Also explore the Shops for weapons and tools you will need to accomplish this mission.

VENTURING FORTH

Once you have enough information, you should leave town. Beware, for the countryside has become very dangerous. While you are expoloring, practicing, and fighting the monsters, stay close to town. Then, when you need to recover your Hit Points, try Medical Herbs or return to Burland and visit the Inn.

PLACES TO VISIT

Shops, Weapons Stores, Houses of Healing, and Inns manage somehow to stay open. Look for them in towns and villages, and in a few odd places. Visit every Shop and Store to find necessary items.

Item Shops

In these Shops you may purchase Medical Herbs and other helpful items. Or you could sell items you no longer need. If you enter with a group, announce who is buying or selling. The number of Gold pieces in your purse is displayed in the upper right of the screen.

Weapon Stores

The owners of Weapon Stores like to know who they're selling to, so you must talk to them. Then they'll show you the weapons and armor for sale. Choose what you'd like to buy, or push B to leave.

Inns

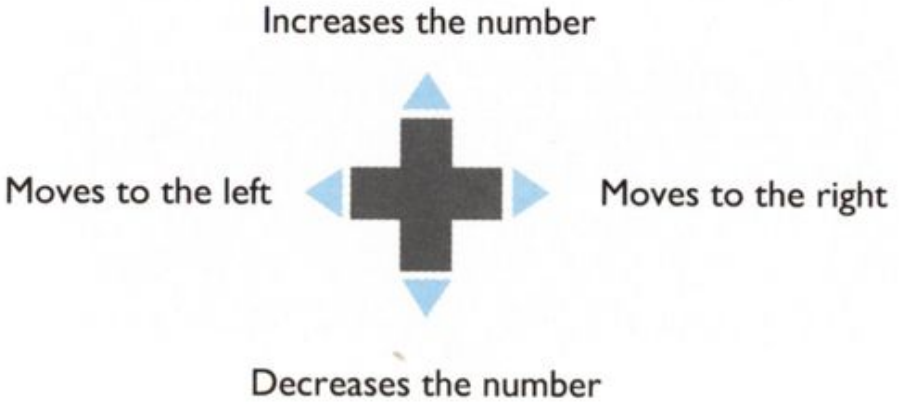
Inns are, of course, open at all times of the night and day. Visiting an Inn will restore your entire team's Hit Points and Magic Power to the maximum. The price quoted will cover everyone in your group.

Houses of Healing

When members of the team have been poisoned, cursed or defeated, and you have no healing spells, visit a House of Healing. There your team can be DETOXICATED, UNCURSED, SAVED, INFORMED, or REVIVED for the right fee.

The Vault

In Endor, you will find the Vault in Neta's place. If you have at least 1000 Gold pieces, you can store them and any other belongings. Use the Control Pad to select the quantity of Gold you wish to leave. You will be charged for storing items. Depositing Gold is free.



ENDING A SESSION CORRECTLY

When you wish to save your current quest, find a House of Healing. Once there, see the Healer. That character has access to the Imperial Scrolls of Honor and will be able to save the game. You may discover that other characters can also record your game on the Scrolls. Keep in mind that saving the game periodically gives you the option of returning to the last saved point. This is a helpful option if your team is defeated.

How to Save A Quest

Stand beside the Healer and select TALK. You will be told how many Experience Points each team member must earn to reach the next Level. Ask that your quest be recorded on the Scrolls, then choose to continue or not.

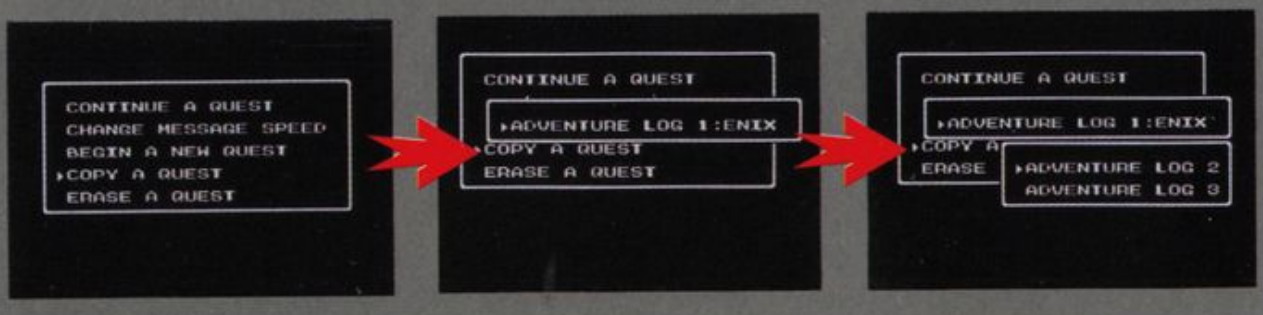
IMPORTANT: How to Turn Off the POWER Properly

If you choose not to continue after saving your quest, the Ending Instructions appear. Follow these instructions carefully, or you could lose your game. Turn off the POWER on the NES while holding in the RESET button. Later, to return to a saved game, select CONTINUE A QUEST in the Option Screen.

If you turn off the power without holding the RESET Button in, you may lose all that is recorded in the Imperial Scrolls of Honor.

COPY YOUR QUEST

· If you have a spare Log, you may want to copy your game onto it before quitting. That way, should you forget to push RESET while turning off the POWER, or the Game Pak is removed with the POWER on, you will have and extra copy saved.



WINDOWS

The windows you will see and use most often in the game, besides the Text Window, are the Command Window and the Status Window.

The Command Window

This window will display the commands that are currently available to you. Read the section on Page 10 to learn about them. You will use the Command Window to give your team orders when you are not engaged in battle.

The Status Window

On this information screen, H stands for Hit Points, and M for Magic Power. The numbers in the bottom row indicate a character's Level. Beside Level, the character's class is shown.

Pay Attention to the Color of Windows

White: Everything is normal.

Green: A member is seriously injured.

Orange: A member is deceased.

Blue: Night has fallen.

What Are DE, PO, CR, SL, and CF?

These are unusual conditions that can strike a team member. They will appear in place of the character's Level number.

DE: The character is deceased.

Rush this teammate to a House of Healing and ask for REVIVE to bring him/her back. Or you may cast a revive spell, if a team member knows one.

PO: The character is poisoned.

If you do not treat the poisoned person, each step taken will reduce his/her number of Hit Points. Traveling to a House of Healing might be too costly, so use an Antidote Herb or cast a spell, if possible.

CR: The character is cursed.

Some weapons and armor carry a curse. A terrible fate may befall the character equipped with such an item. Only a visit to a House of Healing will expel the curse.

SL: The character has been put to sleep.

If you are in the middle of a battle, you must either defeat the enemies or disengage and escape before you can help the sleeping character. No known herb can cure this condition, but there is a spell that can awaken the dreamer.

CF: The character is confused and disoriented.

This condition is very similar to battle fatigue. The team should completely defeat the enemies in the current fight, or else escape.

COMMANDS IN THE WALKABOUT MODE

Bringing Up the Command Window

When you are in the Walkabout Mode (for example, traveling, exploring, or visiting places), pushing A will bring up the Command Window.

Selecting and Entering Commands

Use the Control Pad to move the Cursor to the command you desire. Then push the A Button to enter that command.

Closing the Command Window

When you would like to exit without making a selection, push B.

TALK

Surprisingly, there is no place in the world gossip cannot reach. So speak with everyone you meet to gather important information. Stand next to a person, facing him/her, and push the A Button to begin a conversation.

At Stores or Inns, TALK to the proprietors across the counter.

When visiting someone in jail, you can speak through the iron bars.

STATUS

By selecting STATUS, you will be able to read INFO (information) about each character (see Page 12), review their current CONDITION, and change the team's FORMATION.

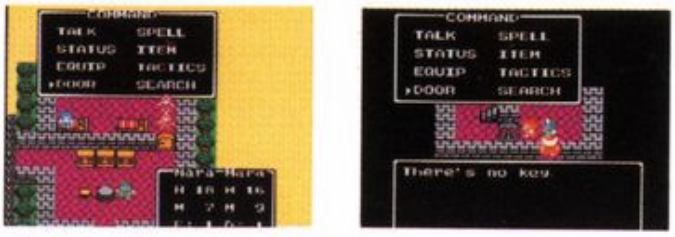
EQUIP

Because you never know when your team will need a specific weapon, each team member should collect a variety of swords, armor, shields and items. To arm a character with a specific weapon, choose EQUIP. Once you select a character, the windows for Weapon, Armor, Shield, and Helmet will appear consecutively. Pick one item from each window, (a tiny "E" appears beside the selected item). Some of your teammates do not know how to use certain weapons or items.

NOTE: When you see an arrow in the upper left corner of a window, it means there are additional selections. Place the Cursor on the arrow and push A to scroll through the other windows.

DOOR

To open unlocked doors, use this command. Unfortunately, doors are often locked and require a specific key. As long as one member of your team is carrying the key, the door will open to you.



To open a door, stand facing it and then choose the DOOR command. Remember, locked doors will not open for you.

SPELL

Only Pilgrims, Wizards, Sages, and, of course, you can learn how to use magic spells. To cast a spell, select this option. See the Dragon Warrior IV Map Poster to learn about the various spells.

ITEM

With this option, you can review the items a character is carrying and then USE, TRANSFER, or DISCARD any of them. Choose the character, then select the item you want and pick one of these options. For Merchants another option, APPRAISE, is available.

TACTICS

In Chapters 1-4, TACTICS can only be used to change the order of your team members. The front character is in the best position to attack and to be attacked. In the Command Window, select TACTICS, then choose CHANGE ORDER. Next select characters in the order you'd like.

SEARCH

You'd be amazed at what falls onto the ground--things dropped by monsters, enemies, your own teammates. Use SEARCH to check around you. Or when you find a treasure chest, move onto it and select SEARCH. Your team is automatically given the treasure. Since each character can only carry eight items, when your arms are full the treasure is passed on to other members. If everyone is full, you'll have to decide whether to DISCARD something or to leave the treasure behind.

WARNING: Once you discard this treasure, it can never again be retrieved from the chest.

CHARACTER STATUS

LEVEL

As the number of Experience Points increases, so will the character's Level. Experience Points are gained by defeating enemies. The maximum possible HP and MP increase according to Level. A character's Level and class will determine what magic spells he/she can learn.

HP (Hit Points)

The number of Hit Points decreases whenever a character is injured in battle. HP also decrease if a character tries to walk while poisoned, or is moving through harmful terrain. When HP reach zero, a character is defeated.

MP (Magic Power)

Magic Power will decrease each time a character casts a spell.

G (Gold)

This shows how many Gold pieces you have. As a team, you all pool your Gold.

STRENGTH

This is a measure of the character's Attack Power in battle.

AGILITY

The more agile the character, the faster he/she is. Agility influences battle action.

VITALITY

High Vitality means a character can rapidly increase his/her HP.

INTELLIGENCE

It takes brains rather than brawn to work magic and learn new spells.

LUCK

In this troubled land, everyone needs at least a little Luck to survive. A good dose of Luck can help a character successfully flee an enemy or escape the effects of a magic spell.

MAX HP (Maximum Hit Points)

This indicates how many Hit Points a character can have at his/her current Level. Visiting an Inn will restore everyone's HP to maximum.

MAX MP (Maximum Magic Power)

Each character's maximum Magic Power will also be restored at an Inn.

ATTACK POWER

This indicates the amount of damage a character can inflict upon enemies with each attack. The Attack Power is the sum of a character's Strength plus the Attack Power of all equipped weapons.

DEFENSE POWER

Take half the amount of a character's Agility and add that to the total Attack Power of all equipped defensive weaponry to figure the Defense Power. This indicates how well a character can withstand injury.

EXP (Experience Points)

A character will earn Experience Points every time he\she defeats enemies. The number of points gained depends on the enemies' strength and whether the character defeated these enemies alone or with help. If the character received help, he/she will earn fewer points than if he/she had conquered the foe alone. Once a character wins a certain number of EXP, he/she will be promoted to the next Level.

TRANSFER AND EQUIP

Many times you will want to switch weapons among your team members. For example, you have found a new item, the Broad Sword, and want to give your old weapon, the Iron Spear, to another teammate. To perform this action:

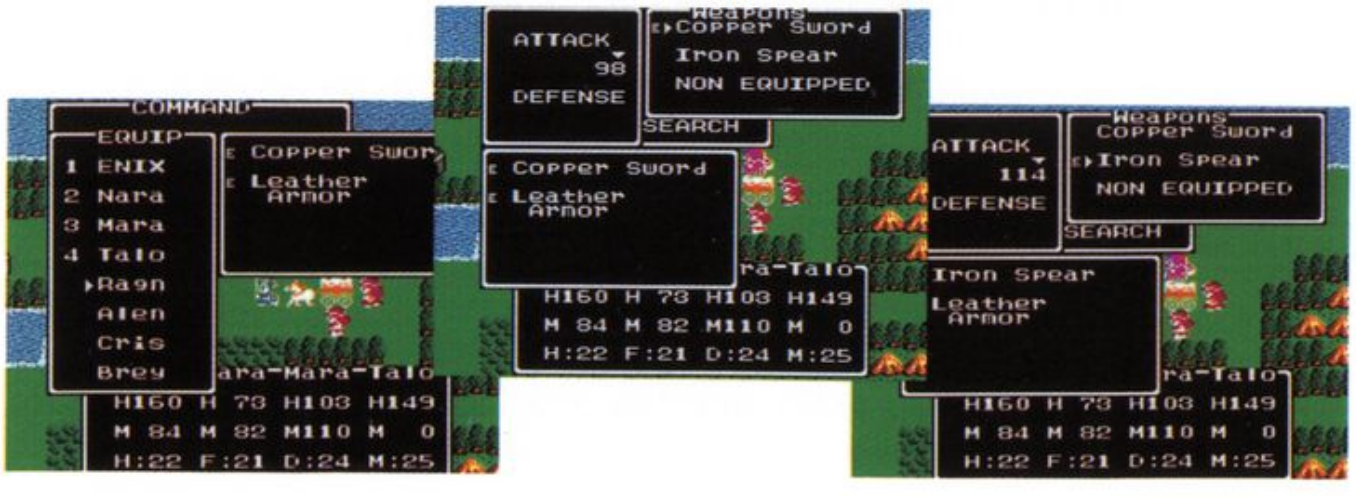
TRANSFER the Iron Spear

Bring up the Command Window, select ITEM, and push the A Button. The names of all the team members will appear. Choose your own name and press A. Now pick the item you wish to TRANSFER. In this case, move the Cursor next to Iron Spear and push A.

The next window offers the options USE, TRANSFER, and DISCARD. Select TRANSFER and push A. Again, the names of the team members appears. Pick the name of the character to whom you want to give the spear and push A. The spear is transferred.

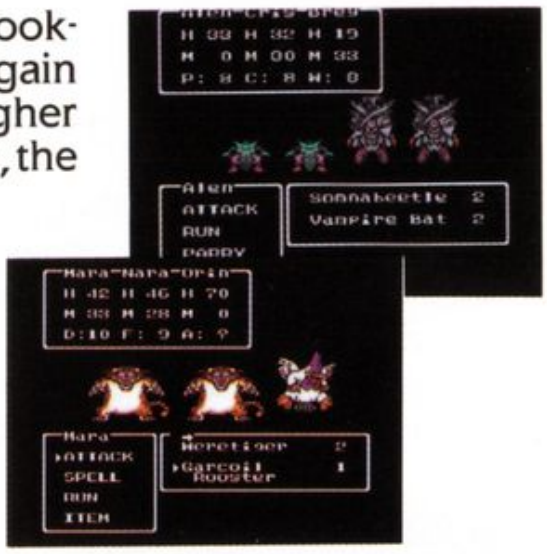
EQUIP the Iron Spear

The character is not yet able to use the Iron Spear, he/she is just holding it. You will need to EQUIP this character with the spear. Bring up the window with the team members' names and select the appropriate character. When that character's items appear, move the Cursor next to Iron Spear and push A. The "E" mark, indicating items equipped, moves to the spear. Now he/she can wield the spear. This is the way you will equip all characters with whatever weaponry you choose.



COMMANDS IN THE FIGHTING MODE

Ever eager, your team is constantly on the look-out for a chance to defeat enemies and gain enough Experience Points to advance to higher Levels. Therefore, when enemies approach, the team leaps into the Fighting Mode.



In the Fighting Mode, the number of enemies and their species is displayed. The Fighting Command Window also appears. This is the moment to decide how you're going to handle the situation, using one of these options:

FIGHT

Choose this command to attack full force with your equipped weapons. When no weapon is selected, you'll battle the foe bare-handed. Indicate which enemy or enemies you plan to annihilate.

RUN

A wise soldier knows when to fight and when to RUN. If you've reviewed your Hit Points and feel they are too low to risk attacking, try running. Beware however, the enemy is extremely persistent, and may block your escape attempts.

PARRY

If a character's Hit Points drop dangerously low in the middle of a heated battle, use PARRY. This option allows the character to fight defensively so he/she can reduce the number of Hit Points lost.

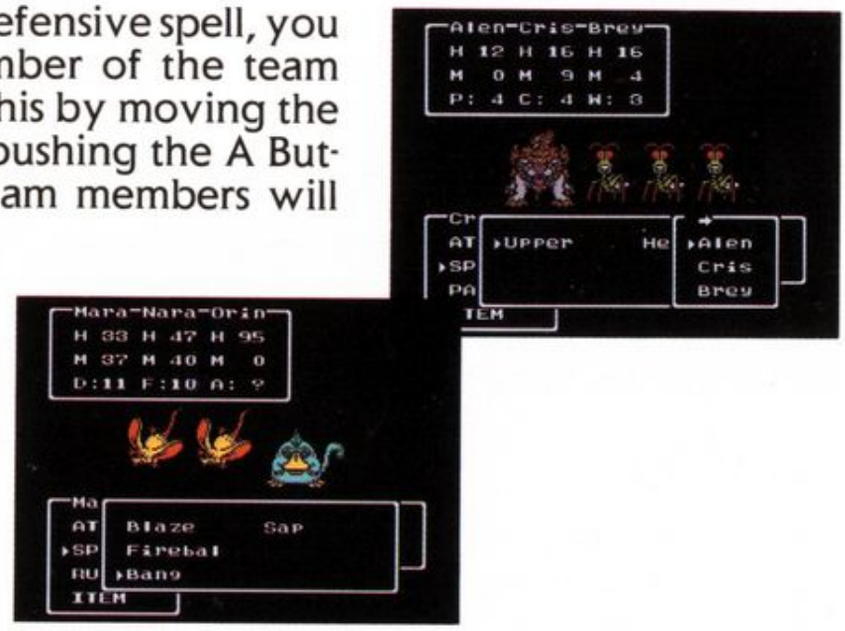
ITEM

In battle, it is possible to USE a weapon or spell (instead of equipping or casting), against an enemy. To do this, choose ITEM from the Command Window, pick an item, then select USE. For example, if you USE the Sword of Malice, which normally has the same effect as the Firebal spell, you will be able to cast that spell at the enemy. Or if you USE the Medical Herb, you can restore Hit Points to a team member. You never know what an item will do until you USE it in battle--the results may be astounding.

SPELL

A number of spells are quite effective in combat. Some are good for attacking the enemy; others will defend members of your team. To review the list of spells available to a character, choose SPELL. Move the Cursor next to the spell you'd like to use, and push A. If the character has more spells than can be displayed on one screen, move the Cursor up to the arrow in the upper left corner of the window and push A. Continue pushing A to scroll through all of the spell windows. When you decide to cast a spell in battle, select one and then indicate which enemies you wish to attack with this spell.

If you are going to use a defensive spell, you must specify which member of the team should be protected. Do this by moving the Cursor to the arrow and pushing the A Button. The names of the team members will appear. Select one.



NOTE: For some spells, you will not need to choose a target.

When you want to change a command that you have just entered, push the B Button. Push B repeatedly to scroll back through the windows.

Once you decide to fight, and make all of your command decisions, the enemy is engaged. The Agility of your characters will determine the order in which they fight. The battle continues until one side is completely vanquished. However, a round of battle may end before either side has won. In this case, the Fighting Command Window will reappear, and you can enter new commands for the next round of battle. The rounds of battle will continue until there is a complete victory for your team or the enemy.

NOTE: Whenever a window has more selections than can be displayed, an arrow will appear in the upper left corner. Place the Cursor on this arrow and push A to scroll through the additional windows.

FIGHTING MODE IN CHAPTER 5

In Chapters 1-4, you will directly control each of the team members before and during battle. However, by Chapter 5 they have learned enough to act alone. Each will follow the strategy you choose, but in his/her own way. You will then control your character, the Hero. The other characters take whatever action is possible to win battles.

TACTICS

When you select TACTICS from the Command Window, then choose STRATEGY, you have a choice of six possible strategies for the team members to follow. Be willing to change your strategy in a battle, for example, if the characters are losing too much MP. The name of the strategy you are currently using will be displayed in the upper left corner.

MEMBER

This command is used to change the order in which the team members fight. Or, if you have a Wagon, use CHANGE ORDER to switch a team member outside with one inside. For example, if someone were severely wounded or if you needed a spell caster, you could switch an appropriate outside character with an inside character. You can only make a change once during the Fighting Mode.

ENIX-Ragn-Alen-Mara
H146 H158 H197 H103
M 62 M 0 M 0 M 65
H:28 S:28 P:24 D:24
Save MP
Cristo scrambles into the Wagon
Alena JUMPS out of the Wagon

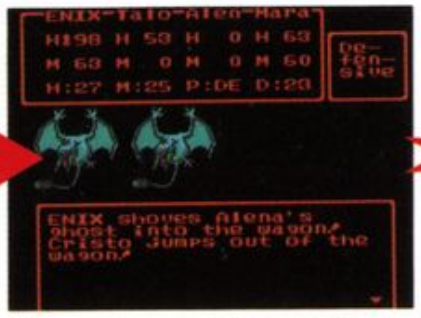
Artificial Intelligence (AI)

Unlike the earlier games, Dragon Warrior IV offers you the chance to learn from your experiences in Chapter 5. Each time you try one of the six strategies, it improves. The internal AI plans each strategy based on information gained from the last time it was used.

TACTICS

In battle, the characters act independently according to the strategy you've selected. Therefore it is important that you monitor their condition. When the survival of your team is threatened, you may want to retreat. Or, if you have a Wagon, you could switch a wounded character for a healthy one. Remember, you can only switch characters once. Sometimes you may be better off using a spell later to revive an injured or defeated member. Whatever the case, be aware that flexibility is crucial in the midst of a tough battle.

If the OFFENSIVE strategy is causing your team damage, try something else.



Change your strategy or bring a team member like Cristo out of the Wagon to help.

SUCCESS! Trying different strategies and methods in a battle is the way to win.

The Strategies

NORMAL

The NORMAL strategy balances both the offensive and defensive tactics of your team. Use it in most battle situations.

OFFENSIVE

This is a dangerous, but effective, way to tackle a powerful enemy. When using this strategy, you don't care how the team is injured.

TRY OUT

An experimental strategy, constantly under development, the TRY OUT is always a surprise. You never know just what will happen.

SAVE MP

If you feel your team will need a lot of MP later on, you can fight with this strategy to conserve Magic Power.

DEFENSIVE

When battles occur often, and your team's HP is getting too low, select this strategy. This will allow your team to fight defensively.

USE NO MP

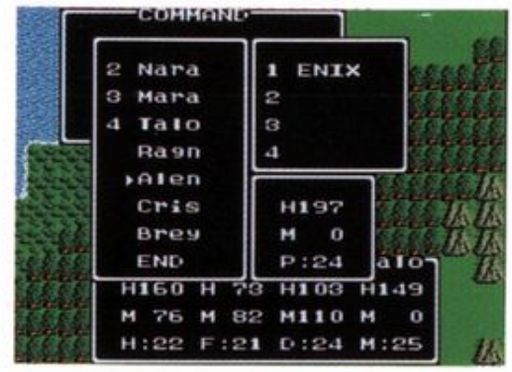
You may find that in some battles, using magic is a bad idea. To prevent your team from casting spells on their own, use this strategy.

THE WAGON

Having a Wagon allows you to maintain up to ten members in your team. Four members will walk and fight with you outside the Wagon. Six of them will ride in the Wagon, waiting and practicing.

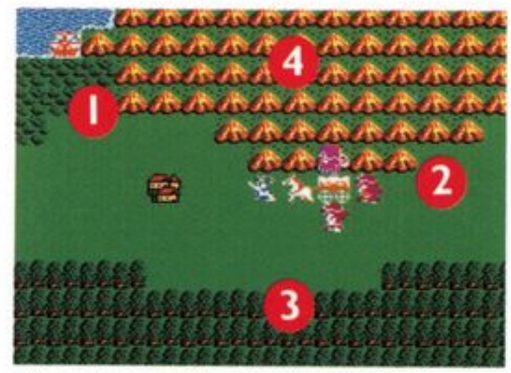
Switching Characters

To switch characters between A and B, choose TACTICS in the Command Window. In TACTICS, select SWITCH, then pick up to four of the characters in the Wagon. The characters you choose will move outside the Wagon, and those that were outside will go in. During the switch, all outside characters must into the Wagon.



Commanding Characters

This picture shows the characters that are positioned outside the Wagon. You can enter commands for each character starting with the one in front and going to the one in back, as the numbers indicate. This is also the order in which the characters line up for battle. Those in front, of course, are most vulnerable to enemy attack.



Earning Experience Points

Riding inside the Wagon doesn't relieve the characters of certain duties. Each understands the need to be constantly preparing for whatever trouble may arise. Because the characters inside the Wagon are practicing while they await their turn outside, they also earn Experience Points. When enough Experience Points are earned, all characters move up to the next Level.

Since they are working hard, those riding in the Wagon cannot restore their Hit Points. On the other hand, they will not lose Hit Points. The characters know their trade well enough to avoid harming each other while they practice magic, swordsmanship, dagger throwing, or whatever else their skill might be.

To the Rescue!

Yours is a well-schooled, loyal and responsible team. Everyone understands the necessities of battle and the fact that emergency situations require drastic actions. Therefore, if all four characters outside of the Wagon are defeated, four characters from inside will leap out to replace them without waiting for your command.

Switching Items

Nothing prevents the characters from handing weapons, armor, or any other item to each other through the back flap of the Wagon. You can switch items from one character to another in the same method described on Page 13 of this manual. Review each character's items by selecting TACTICS and SEE SPARES.

Visiting Towns

The town streets are narrow and filled with holes and other hazards. The Wagon must be parked at the entrance, and the characters must remain inside. You can buy items for these characters, though, as long as you have Gold and they have room to carry more things. The Wagon rejoins you when you leave town.

Medical Herb
G 98
Antidote Herb 1
▸Fairy Water 20
Wing of Wyvern 25
Full Moon Herb 30
right? Thank you.'
'Who's going to take this?'
'Cristo is in the wagon? I'll deliver it to the wagon then.'

Entering Caves

The Wagon is far too large and heavy to drive into most caves, so you will have to park it at the entrances. Some caves will be wide enough to admit the Wagon. If you leave the Wagon at an entrance, be sure to exit from the same place or you will lose the Wagon. Use the Return spell to recover a missing Wagon.

CASINO

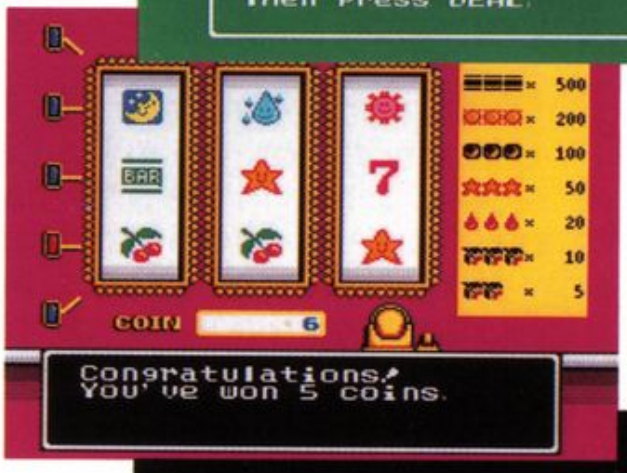
You must buy tokens to play the Casino games. These coins can only be used in the Casino to bet or to buy rare items not available anywhere else.

Poker Double-Up

After the five cards are dealt, you have one chance to exchange your hand for an entirely new one. The kind of cards you're holding will determine the payout ratio. You can double the amount of your winnings by choosing the DOUBLE-UP option.

Slot Machine Payoff

To win at the slot machine, you need to get three pictures of a straight horizontal line or three pictures of a straight diagonal line at the same time. Lots of people put big money into the slot machines. You could win up to 5,000 coins.

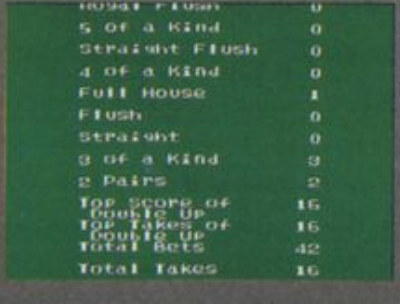


Coliseum

In this ancient arena, you'll be watching two monsters battle it out. Bet on the creature you think has the best chance of surviving. If you guess right, you win coins which you can spend on another fight or use to buy unique items in the Casino Shop.

Poker Score

You can keep track of how much you are winning and losing in Poker. After talking to the dealer, stay where you are and push the B, Start, and Select Buttons all at the same time. The Score Screen will appear. This is a back-door trick, since the management of the Casino frowns on giving away this kind of information to customers.



LOSING YOUR TEAM

Your team, unfortunately, is not invincible. A number of monsters and ugly situations exist which could wipe out every character. To minimize your chances of being wiped out, be aware of the following dangers:

Zero HP

One type of danger to your team is a ferocious enemy who will destroy each member one by one. Then everyone's HP will be wiped out. This can also happen when you are traveling through the Damage Zone, where all characters could be lost. In either case, you'll have to go back to where you last saved this quest.

Mayhem

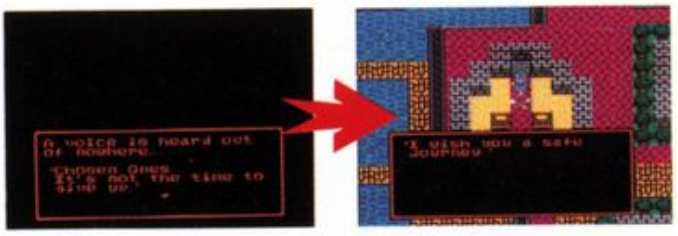
In stressful situations of hard battle or high magic, confusion and paralysis can strike the entire team. Though they are still alive, they cannot take any action. You must return to the last saved version.

Protective Measures

Learn the locations of the strong, dangerous monsters, so that you may avoid them or seek them out when you are ready. Also keep a close watch on everyone's HP to make better battle decisions.

All Members Lost

When you've lost all of your characters, you must go back to the last House of Healing where you saved your game. The Hero will be revived by the time you get there.



Save Frequently

It will cost you half the Gold you possess to get your teammates revived at the House of Healing. But if you save often, at least you will not have lost much ground. You can quickly regain the wasted time. This is why you should visit Houses of Healing whenever possible and have the quest recorded on the Imperial Scrolls of Honor.

UNCONTROLLED CHARACTERS

Uncontrolled Characters (UCs) are those which you cannot move or otherwise influence. They follow their own rules and participate as they choose. They are the ungoverned nomads of these lands.

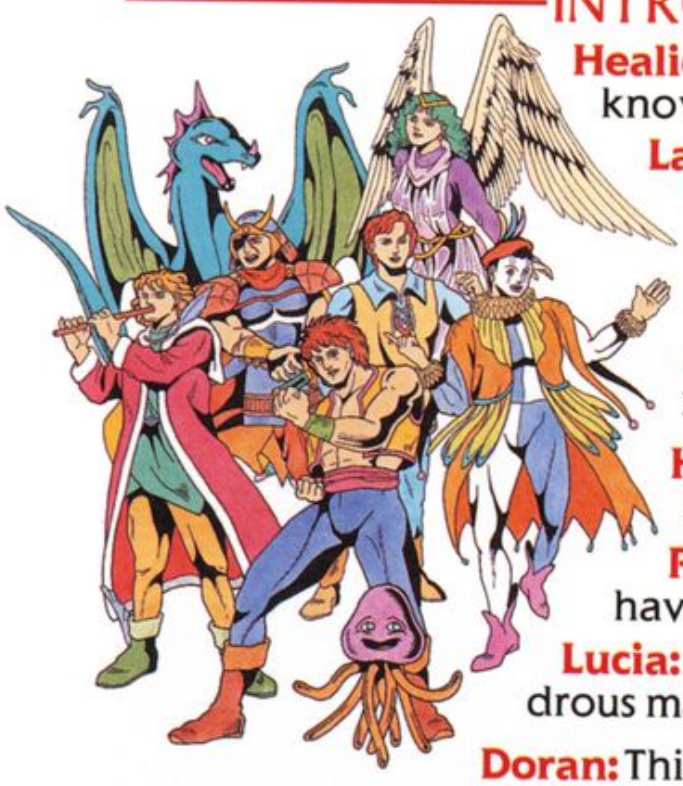
Single-Minded

The UCs prefer to hunt for and collect their own kinds of items. They don't appreciate being told what to carry, and will not accept anything you try to give them. Nor can you take anything from them to give another member of your team. They are extremely stubborn, and nothing you do will change their minds.

Independent

Though it may appear that Artificial Intelligence controls the UCs, it does not. They behave entirely as they please, refusing to accept any strategy commands. They hang around because they like you, or because you have something that attracts them, or because they're just bored.

INTRODUCTION



Healie: He can't protect members, but he does know the Heal spell.

Laurent: Uses a Venomous Dagger and casts Sleep and Firebal spells.

Strom: He has no magic skills, but is a mighty fighter with good weapons.

Orin: This strong man can use his huge muscles to break open some locked doors.

Hector: He is building up power to use in a later battle.

Panon: She is a brilliant star and is good to have with you in dark places.

Lucia: A beautiful celestial woman with wondrous magic skills and power.

Doran: This monster is deceptively powerful when it comes to attacking.

Irresponsible

Once all of your main characters have been defeated, no matter if some UCs are still alive, the team is considered annihilated. The UCs are absolutely no good in these situations.

ITINERARY FOR CHAPTER 1

Ragner should be sure to visit everywhere in the town of Izmit to collect clues. Also, he should look for his first UC, Healie, at the well.

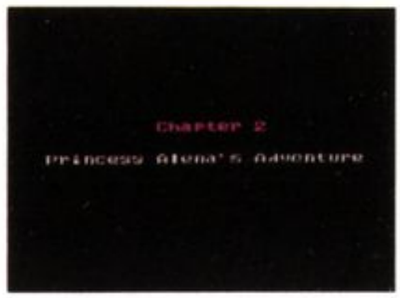
Burland	Level 1	
Cave to Izmit	Level 3	
Izmit	Level 4	
Bottom of an Old Well	Level 5	• Flying Shoes • Healie
Loch Tower	Level 7	• Missing Children
Burland	Level 9	

Burland

Izmit

Loch Tower

ITINERARY FOR CHAPTER 2



Now you'll be commanding three team members. To plot good strategy, learn what each character's special talent is and use it in battle.

Santeem	Level 1
Surene	Level 1
Tempe	Level 4
Frenor	Level 7
Cave South of Frenor	Level 8 • Golden Bracelet
Bazaar	Level 10
Birdsong Tower	Level 11 • Birdsong Nectar
Endor	Level 13
Santeem	Level 14

ITINERARY FOR CHAPTER 3

Taloon's purpose in going on a quest is to find or earn lots of Gold. He should use his head when faced with traps or puzzles.

Lakanaba	Level 1
Cave North of Lakanaba	Level 3 • Iron Safe
Bonmalmo	Level 7 • Prince's Letter
Foxville	Level 7 • A Dog
Endor	Level 10 • Royal Scroll
Cave of Silver Statuette	Level 12 • Silver Statuette
Tunnel Between Endor and Branca	Level 13

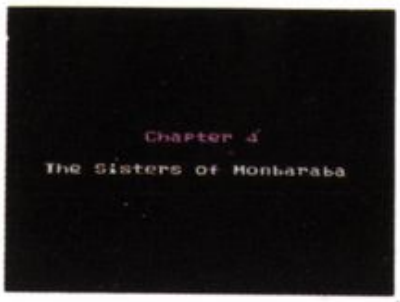
Lakanaba

Bonmalmo

Foxville

Endor

ITINERARY FOR CHAPTER 4



Nara and Mara have dedicated their lives to their special talents--which do not include fighting skills. They will need the help of strong UCs.

Monbaraba	Level 1
Kievs	Level 3
Cave West of Kievs	Level 4
Haville	Level 11
Keeleon	Level 11
Aktemto Mine	Level 13 • Gunpowder Jar
Keeleon	Level 14 • Boarding Pass

Monbaraba

Kievs

Haville

Keeleon

QUESTIONS & ANSWERS
Chapters 1 - 4

CHAPTER 1

Q: The children of Izmit know of a well which they call "a secret playground." Where is its hidden entrance?

A: Take the woman, Flora, back to her husband. Out of gratitude, she will tell you where to find the well.

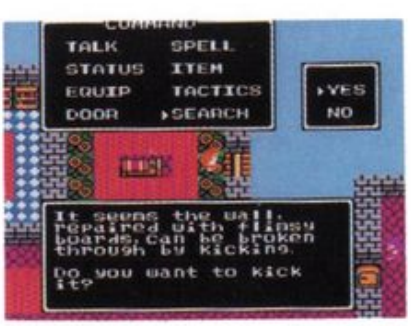
Q: I must have Flying Shoes to enter Loch Tower. I've looked all over, but can't find them. Now where should I search?

A: Deep down in the damp, dark and awfully smelly well, you'll find an ancient and mysterious cave. Walk around this cave carefully. While exploring, watch for some valuable items and a familiar face.

CHAPTER 2

Q: Alena's father, the King of Santeem, absolutely refuses to let her leave the castle. How can she make her escape?

A: The first thing Alena should do is visit the people who live and work in the castle. They love good gossip and can give her some useful information. After talking to as many people as possible, Alena should return to her room and search the walls. She is resourceful and can probably find a good way out.



Q: After grave dangers and great effort, I found the Shrine in the eastern part of the desert. How can I enter?

A: First you must find and assist the King who lost his voice. To do this you will need a particular item. Once the forlorn King has regained his voice, you should return to the Shrine. You may find your good deed has benefitted you.

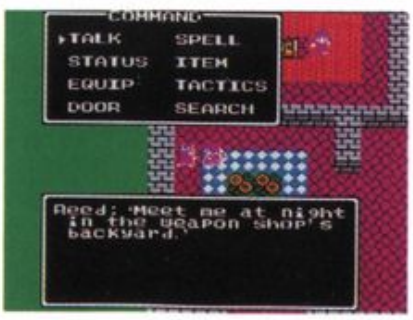
CHAPTER 3

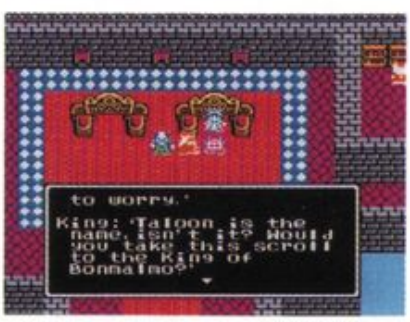
Q: Much to my disappointment, I have found that the bridge to Endor has fallen. What can I do about this problem?

A: The first thing you should do is find Tom's missing son. When you return the boy, Tom will introduce you to a powerful ally. Go with this ally to the village in the woods of north Bonmalmo.

Q: My greatest dream has always been to open a store. But the King refuses me a permit. What shall I do?

A: You must try to get in to speak with the Prince of Endor - at night. Once you succeed, you will find that the unhappy prince desperately needs your help. After you have fulfilled his dearest wishes, you may go to see the King once again. You will find his attitude has changed.





COMMAND
TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH
Message from the King of Bonmalmo.
'Thanks for your help. As promised, I give you permission to own a shop.'

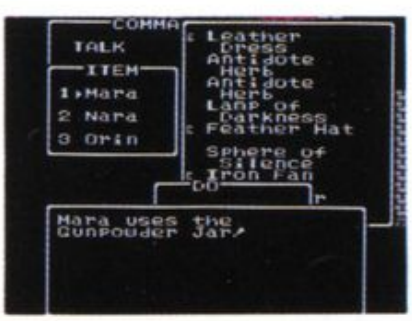
CHAPTER 4

Q: I have tried to get into the Castle of Keeleon, but the entrance is securely locked. How can I get inside?

A: Have you found the Sphere of Silence? Obtain the Sphere, then try talking to the people once more. You may find that the Sphere loosens their tongues. Listen for a rumor about someone.

Q: I scared the Minister with a Gunpowder Jar in the hall by his room, but he didn't lead me to Keeleon. Now what?

A: After you blew up the Gunpowder Jar and frightened the Minister, did you follow him until he disappeared? He may have been spooked, but it takes more than that to make him lose his head. Go back to where he vanished and search the area carefully.



Gold and Items

Once you've completed the first four chapters, you'll advance to Chapter 5. There, you'll be rejoined by all the characters you met in the earlier quests. But what about all the Gold you won and the items you bought while battling your way toward this last chapter? Your Gold is taken to pay the toll for beginning the final quest, but you will still have all the items you were carrying. You'll also have your token coins from the Casino.

A FEW FINAL TIPS

Open doors without a key:

Monsters and other enemies can be pretty careless. Try every door, even if you have no key. A surprising number are unlocked.

Visit the same people after dark:

Nightfall does strange things to people. Someone you spoke to in the day might have something very different to say in the quiet night.

A way out can always be found:

Persistence is the important thing to remember when you're trapped or puzzled. Think hard and search carefully to find the solution.

Clues are hidden in many things:

Writing down what the people say can help. A notebook of possible clues will come in handy when you reach tricky spots.

Use the keys everywhere:

When you get possession of a key, return to all the doors you couldn't open before. This is the way to find wondrous items and weapons.

Learn the geography of this world:

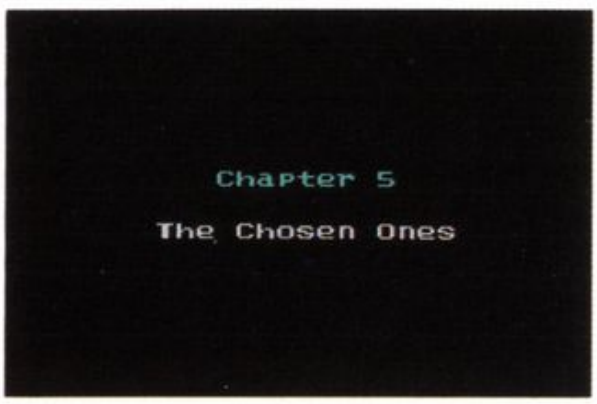
The Dragon Warrior IV Map is very useful because you'll be visiting the same lands in several chapters. Knowing what to look for will help.

REMINDER:

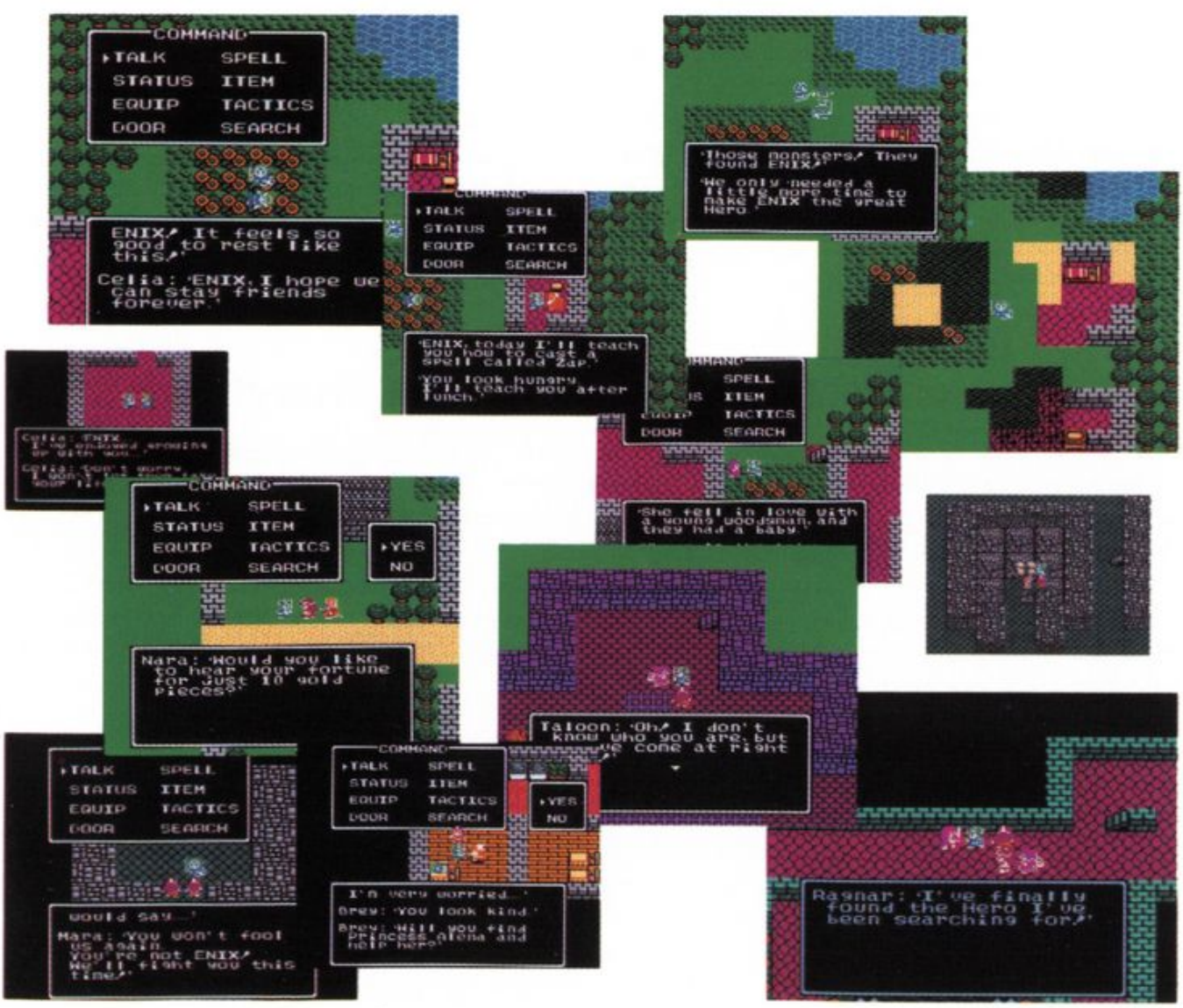
*DO NOT remove or insert the Game Pak, and DO NOT unplug the NES when the POWER is on.
*Before exiting your quest, be sure to visit a House of Healing and save your progress. Then push in and hold the RESET button while you turn off the POWER.
*Never dismantle a Game Pak.

THE WORLD OF CHAPTER 5

Born in a small mountain village, the child grew strong on the wild crags and played in the echoing valleys. Now, trained in the arts of a magician and gifted with the skills of a warrior, this child is ready to become a Hero. The time has come for our untried Hero to begin an incredible journey of peril and glory.



The world of Dragon Warrior IV has four continents. These vast lands are composed of mountains, valleys, rushing streams, oceans, and countless dangers. The young Hero is inexperienced, but many allies will join the Hero's cause and lend their knowledge and assistance. Eventually, our Hero will bring a new order to this chaotic world.


COMMAND
TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH
ENIX! It feels so good to rest like this!
Celia: 'ENIX, I hope we can stay friends forever.'
'ENIX, today I'll teach you how to cast a spell called Zap.'
'You look hungry. I'll teach you after lunch.'
'Those monsters! They found ENIX!'
'We only needed a little more time to make ENIX the great Hero.'
'She fell in love with a young woodsman and they had a baby.'
YES
NO
Nara: 'Would you like to hear your fortune for just 10 gold pieces?'
Taloon: 'Oh! I don't know who you are, but we come at night.'
Ragnar: 'I've finally found the Hero I've been searching for!'
I'm very worried.'
Grey: 'You look kind.'
Grey: 'Will you find Princess Alena and help her?'
would say.'
Mara: 'You won't fool us again. You're not ENIX! We'll fight you this time!'

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interface in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient the receiving antenna.
-Relocate the NES with respect to the receiver.
-Move the NES away from the receiver.
-Plug the NES into a different outlet so the Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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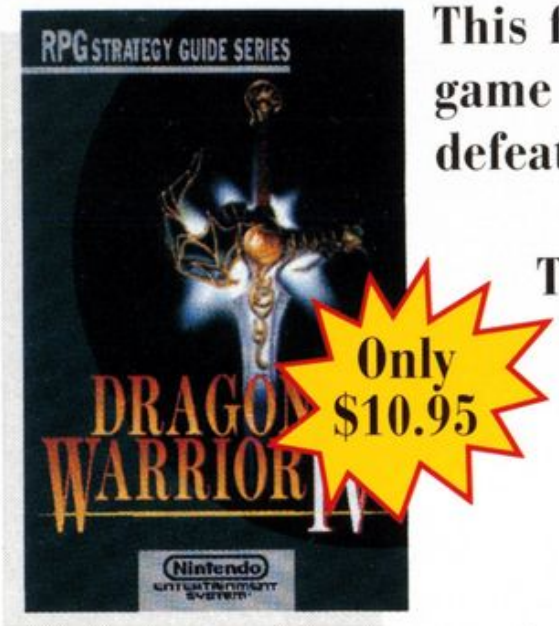

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